

6

BUCK TOWER



All vermin hazards
have +1 Strength.



MOONSTRIKE!



Discard all cards from Mountain Regions and replace 1 or 2 Quests. Remove this card from the game then reshuffle the whole Mountain deck.



8

COLD TOWER



When this card is drawn,
place *Moonweed* on top of
the *Mountain* deck.



6

COPPER EYE



4

FAIL: Discard
a scroll.





8

ELEMENTAL



6

Strength: 8+  

3



FARM



*When this card is drawn, place 6
Gems from the bank on it.*

A Pauper may collect 3 Gems from
here and miss their next turn.

**The farm stays in this Region
until there are no Gems left here.**

HAWK'S FORT



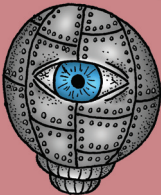
You may peek at the top 3 cards in any 1 Region deck. Return them to the top of the deck in any order.

The fort stays in this Region until 1 of the cards peeked at is a Moon Tower.



6

IRON EYE



4

FAIL: Lose
3 Gems.



7

OLD DWARF



5



4

KESTRAL



2

FAIL: Discard 1
from your
Trophy Room.



4

KESTRAL



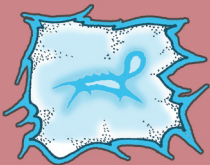
2

FAIL: Discard 1
from your
Trophy Room.



5

MOON HOUND



3

EFFECT: +1 Strength
to all Moon Towers.

2



7

MOONWARDEN



5

EFFECT: Moon Towers
can't be fought.

3



6

MOONWRAITH



4

EFFECT: +2 Strength
to all Moon Towers.

2



THE MYSTIC



If your Pauper is Cursed, the mystic will remove all your Curses.

The mystic stays in this Region until she has removed any Curses.



ORRETON



*When this card is drawn, place 3
Equipment cards face up on it.*

*You may discard 1 Crescent to
take 1 Equipment from here.*

**Orreton stays in this Region until
there is no Equipment left here.**



RICH SEAM



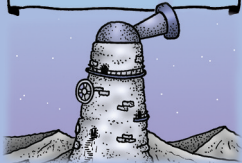
When drawn, place 3 Crescents from the supply face down on this card.

A Pauper can collect 1 Crescent from here and miss their next turn.

The seam stays in this Region until there are no Crescents left here.



OBSERVATORY



Peek at the top 4 cards in the Mountain deck. Choose 1 to play.
Return the rest to the deck in any order.

This card is then discarded.



7

SNOW TOWER



When this card is drawn, the Pauper/s with the most learned Virtues is Cursed. If nobody has learned any Virtues, your Pauper is Cursed.



4

TOR WOLF



2



CHEMIST'S POUCH



These Ingredients can be used
with 1 Recipe In Learning.

COPPER ORE



COPPER ORE



FRAGILE COPPER ORE



You may discard this card
before exploring in this Region.

DWARF BEARD



DWARF BEARD



FRAGILE DWARF BEARD



You may discard this card before exploring in this Region.



IRON ORE



IRON ORE



FRAGILE IRON ORE



You may discard this card
before exploring in this Region.

YETI CLAWS



YETI CLAWS



FRAGILE YETI CLAWS



You may discard this card before exploring in this Region.

6

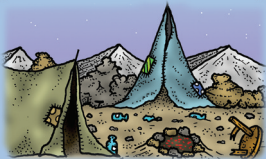
SURLY YETI



4



OLD CAMPSITE



Draw 3 Equipment cards. Keep any potions you draw, plus 1 card of your choice. Discard the rest.

This card is then discarded.



HIDDEN STASH



A glint in the sunlight catches your eye. Collect 3 Gems.
This card is then discarded.

HIDDEN STASH



Something sparkles under the water. Collect 5 Gems.

This card is then discarded.



SUPPLY CRATE



Your Pauper can try to open it. Roll the golden charm. 😊 : Draw 2 Equipment cards. Keep 1, discard 1.

The crate stays in this Region until it has been opened.



SUPPLY CRATE

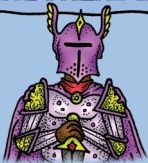


Your Pauper can try to open it. Roll the golden charm. 😊 : Draw 2 Equipment cards. Keep 1, discard 1.

The crate stays in this Region until it has been opened.



THE PALADIN



She needs a shield. If you sell her one, collect 10 Gems and discard the shield.

The paladin stays in this Region until she has been sold a shield.



4

BANDIT



2

FAIL: Lose 3
Gems.



7

SNABBET



5

FAIL: Discard 1
Crescent.



7

SNABBET

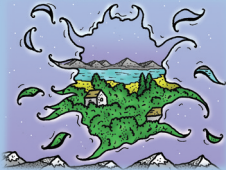


5

FAIL: Discard 1
Crescent.



HANGING PORTAL



You may move to any Region
and explore it.

**The portal stays in this Region
for the rest of the game.**

TREASURE CHEST



Your Pauper can try to open it.
Roll the golden charm.



: Collect 5 Gems or 1 Crescent.

**The chest stays in this Region
until it has been opened.**